

## Curriculum Intent

At Southwold Primary and Nursery School, we are passionate that our children will leave us as effective digital learners.

Our aim is that each child will develop the skills to access technology as a tool for learning and contribute positively to the ever-changing digital world.

We want our children to be safe and good digital citizens in society, so these skills are woven into our daily lives at Southwold, becoming habitual.

Through computing, children learn to be critical thinkers, problem solvers and computational thinkers that can be transferred into all aspects of their life. We encourage children to develop their own curiosity and challenge themselves in all their learning.

## Curriculum Impact

Throughout a child's time at Southwold, they will:

- understand and apply the fundamental principles of computer science, including logic, algorithms, data representation, and communication.
- analyse problems in computational terms and have repeated practical experience of writing computer programs in order to solve such problems.
- evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems.
- be responsible, competent, confident and creative users of information and communication technology.

Continuous assessment for learning takes place through observations, pupil conferencing and verbal feedback.

Teachers use thought showers at the beginning of a topic to inform future lessons, ensuring children are supported and challenged appropriately and at the end of each topic; concept cartoons/ examples of children's work are added to our school 'floor book' to ensure progression.

## #EveryoneALearner



# Southwold Primary & Nursery School

'Be all you can be and together we will shine.'

At Southwold Primary and Nursery School, everyone is a learner.....



What will you find in the **Computing** box of treasures?



### The 6 Principles of Teaching and Learning:

Challenge

Explanation

Modelling

Practice

Questioning

Feedback

Each Computing strand is taught using these stages:

**Design**  
**Apply**  
**Refine**  
**Evaluate**  
**Share**

**Explore**  
**Design**  
**Try out**  
**Improve**  
**Evaluate**  
**Distribute**

## Curriculum Implementation

At Southwold School, we follow the Computing National Curriculum aims through our own developed Scheme of Work which reflects our school's "big questions" to create a cross curricular route and is adapted to suit the needs of our children so that they are engaged, challenged and continually building on their previous understanding.

From EYFS through to Y6, we provide a broad, balanced and progressive curriculum, covering the three key strands in Computing:

Computer Science

Information Technology

Digital Literacy

Along with eight Online Safety topics; based on 'Education for a Connected World' - Evolve Project framework.



Online safety is taught regularly and is part of our everyday lives at Southwold. Children use SMART Rules and our school values, including the 4Rs (Respect, Responsibility, Reasoning & Resilience). We provide multiple reporting routes like the CEOP reporting tool via our website, as well as Childline, for our older children.

In EYFS, children have a variety of equipment when carrying out their learning challenges. They are encouraged to use ICT on a daily basis to capture snapshots of their learning and share their work with others. The children are also able to interact with remote control toys and explore how to programme simple robots in order to make them move.